

CHAMPION OF THE SEVEN STARS (MASTER)

While the Elves of Anmai acknowledge the Moon as the wellspring of the hidden river of magic that flows through the land, they look to her seven handmaidens as the spirits who taught the secrets of drawing up those 'waters' to the ancient elves.

Depending on your campaign, a Champion of the Seven Stars could be...

- A graceful elven master of blade and spell
- An impassioned orator of elvish causes
- A protector of 'fading folk' interests among other races
- A disarmingly dangerous thespian traveling aimlessly
- An avenger set to destroy the Lady of the Moon's foes

Party Role: Combatant/Talker. Champions of the Seven Stars are protectors of the dying Elven heritage, but they do so as much by sharing the joys of the 'fading folk' as the do by taking up arms against those who would despoil Anmai.

CLASS FEATURES

Requirements: Sorcery campaign quality, Elf, Spellcasting 6+ ranks, Basic Skill Mastery (Actor), Darting Weapon, Parry

Favored Attributes: Intelligence, Charisma, Dexterity

Caster: Each Level in this class increases your Casting Level by 1.

Class Skills: Acrobatics, Athletics, Bluff, Impress, Notice, Resolve, Ride, Sense Motive

Skill Points: 4 + Int modifier per level

Vitality: 12 + Con modifier per level

CLASS ABILITIES

Exceptional Actor: At Level 1, you gain the Exceptional Skill Mastery (Actor) feat.

Song of the Stars: At Level 1, you may spend Edge points as if they were d6 action dice to boost or confirm critical successes on Spellcasting checks. You also gain a stance.

Dance of the Seven Stars (fencing blade/empty hand stance): You gain a dodge bonus to defense equal to your Class Level or your Intelligence modifier (whichever is lower). Each time you

successfully parry an adversary's attack, you gain 1 Edge. You may not enter this stance if you are wearing moderate or full armor.

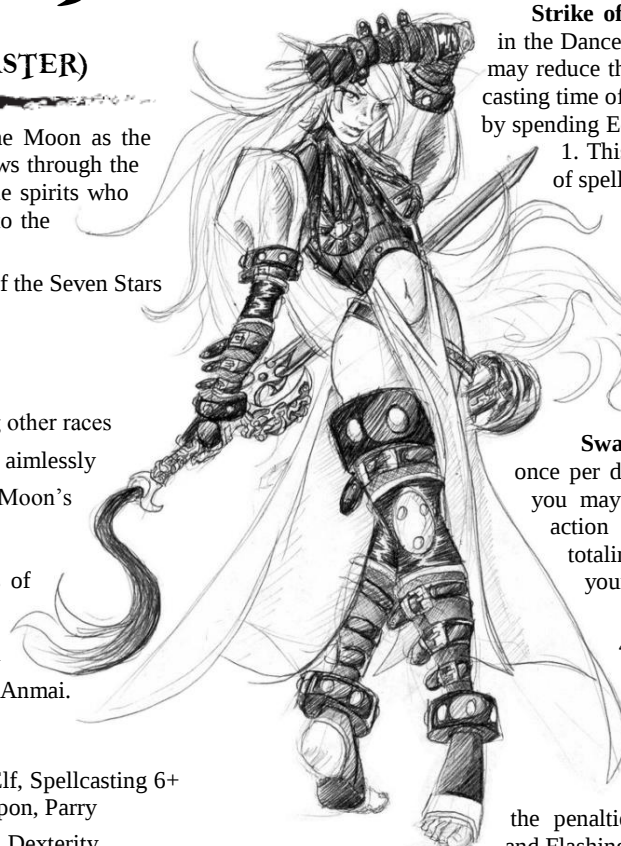
Strike of the Stars: At Level 2, while in the Dance of the Seven Stars stance, you may reduce the casting time of spells with a casting time of 1 round or less to a free action by spending Edge equal to the spell's Level + 1. This does not increase the number of spells you may cast per round.

Circle of Power: At Level 3, the maximum level of spells you may cast increases by 1 (e.g. from Level 0 spells you know to Level 1 or lower spells you know), to a maximum of Level 9.

Sway of the Stars: At Level 4, once per dramatic scene as a full action, you may gain any combination of d4 action dice, Edge, or Spell Points totaling 7. This may not increase your total Edge to greater than 5.

Legendary Actor: At Level 4, you gain the Legendary Skill Mastery (Actor) feat.

Flickering Blade: At Level 5, while you are in the Dance of the Seven Stars stance you may ignore the penalties from the Darting Weapon and Flashing Weapon feats.



NPC CLASS ABILITIES

The following new class abilities from the Champions of the Seven Stars master class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Flickering blade	5
Song of the stars (Special Character Only)	2
Strike of the stars (Special Character Only)	2
Sway of the stars (Special Character Only)	7

Class design by Scott Gearin.

Art by roadkillblues of deviantART.

Table X.X: Champion of the Seven Stars

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	SP	Abilities
1	+1	+0	+1	+0	+1	+0	+2	+1	1	Exceptional actor, song of the stars
2	+2	+0	+2	+0	+1	+0	+3	+1	2	Strike of the stars
3	+3	+1	+2	+1	+2	+1	+3	+2	3	Circle of power I
4	+4	+1	+2	+1	+2	+1	+4	+2	4	Legendary actor, sway of the stars
5	+5	+1	+3	+1	+3	+1	+4	+3	5	Flickering blade

